MICROGRAMS

SUPER STUDENT

Home Software Series

GRADE 4

USER'S GUIDE FOR:

- Numberjack
- Reader's Treasure Chest III
- Word Sleuth I
- Math Jumpathon
- Wizard of Spellalot - Grade 4
- Geography Scoreboard

Education . . . Investment in a future.

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Introduction

Whether or not a child is a super student is not determined by the grades he or she earns. A super student is a person who is interested in learning, wants to do well, and who truly works at doing his or her best. Micrograms' Super Student Home Software provides a method for a super student to work on improving skills in several basic subject areas. This effort invested in extra practice at home can greatly benefit a student is his or her learning at school.

The following six programs are contained on the Super Student disks for fourth grade.

Title	Subject	Skills or Content Taught
Numberjack	Math	computing practice (+, −, ×)
Reader's Treasure Chest III	Reading	reading comprehension
Word Sleuth I	Language	using a glossary to build vocabulary
Math Jumpathon	Math	basic facts drill (+, −, ×, ÷)
Wizard of Spellalot Gr. 4	Spelling	spelling fourth grade words
Geography Scoreboard	Social Studies	common geography terms & definitions

Reading, language, and spelling programs are contained on one disk; math and social studies programs are on the other.

Getting Started

Microgrammes recommends that a parent assisting a child in the use of these programs for the first time read the information in the User's Guide before loading any software. When you are ready to begin, turn on your Commodore 64/128, your monitor, and your disk drive. Insert a disk into the disk drive. Type:

LOAD"M",8,1

Now push the RETURN key. A menu of the programs contained on the disks will load and appear on the Super Student title screen. To select a program, simply press a number from 1 to 6. Clear and concise directions are provided on-screen for the operation of each program.

Convenience Keys

During any program, if you wish to restart, simply press the COMMODORE key and the F1 key at the same time.

To go from any program to the main menu, press the COMMODORE key and the F7 key simultaneously. This will allow you to select another program.

Tips For Parents

Microgrammes Publishing began producing educational software for schools in 1981. Now, after 2½ years of development, we are proud to publish the Super Student Home Software Series. These materials are specially designed for use by children at home to reinforce and strengthen basic academic skills. Please keep in mind the following points as your child begins work.

Educational software is different from entertainment software. Not better or worse . . . just different. Educational software requires children to think to solve problems. Most entertainment software requires action rather than thought. Since the goals of these two types of software are different, the ways to best use them are different too.

Educational software performs best when adults provide the child-user with supervision and encouragement as the child is working. At school this supervision and encouragement is provided by the teacher or aide. At home the parent should fill this role. Remember, educational software requires more mental effort than watching TV or playing arcade games.

Thus, do not be surprised if your child at first tires from mental exercise. Keep in mind that the purpose of educational software is to strengthen basic student skills and knowledge, not to entertain. Your child's concentration and thinking skills will improve with use.

Calling your child's attention to his or her own learning and progress may well help the youngster to understand the difference between using the computer for learning and using the computer for entertainment. Once your child understands and accepts the computer as a learning aid (in addition to an entertainer), student progress can be more rapid.

Micrograms makes the following suggestions to parents attempting to use their Commodore 64/128 as a learning aid for their elementary school children.

1. Be assured that computers can help students practice and master many of the basic facts and academic processes which are part of their elementary school curriculum. Computers never will replace teachers or nurture children's complex social development; but, computers can help students master basic facts and academic processes through instruction, review, and practice. Your computer can help your child practice and polish his or her basic skills.

2. Explain to your child the purposes involved in using the computer as a learning aid. Point out that this is different from using the computer for entertainment. Assure your student that serious practice at the computer can help him or her do even better at school.

3. Use the program yourself for ten minutes before you ask your child to do so. This will let you know exactly what mental tasks the child is being asked to face and master.

4. Set specific times that the child is to practice. Remember, this is serious business, not play. Make these practice periods short at first, unless or until you see evidence that

your child can productively interact with a program for longer periods. Ten minute periods three times a week might be a good place to start for most young children. The regularity of practice over several months is much more important than one or two long practice sessions on special occasions.

5. Set reasonable goals for the child to achieve within the practice session, and go wild with enthusiasm and praise if the child achieves these goals. (Unachieved goals will be useful at the start of the next practice session.) Do not neglect the motivational power of a strawberry milkshake or special privilege if the child demonstrates a significant advance or level of accomplishment. If *you* think your child's accomplishments are important, so will your child.
6. Do not stop using a program as soon as your child claims he or she has mastered it. Insist on further practice sessions anyway "just to be sure." This will help to clearly establish all of the program's content in the child's mind, strengthen the child's confidence in his or her mastery, and clearly demonstrate to the child that he or she has made progress. (Parent: "Remember the time when you didn't think you could do this at all?")
7. Seek additional programs from Micrograms or elsewhere which you can use in a meaningful way to advance your child's learning.

As you can see, you as the parent are the key person in helping your child to learn. That should come as no surprise. At Micrograms our hope is that these Super Student learning activities will serve both you and your child well.

Numberjack

Numberjack offers concentrated practice in computing addition, subtraction, and multiplication problems. Level one is addition and subtraction of 2 digit numbers. Level 2 is addition and subtraction of 3 digit numbers. Level 3 is multiplying a 1 digit number times a 3 digit number.

After selecting a level of practice, you are ready to compete against Sam and Larry who will be using a saw to cut down the tree on the left side of the screen. The man with the axe will chop at your tree every time you solve a problem correctly. Fifteen chops are needed to cut down the giant tree.

Answers to the math problems may be entered from right to left, as you solve the problems. Also, you may solve problems in your head and enter the answer from left to right. The answer will also be accepted if you begin from right to left, entering the answer in the ones column and enter the total from the farthest left-hand column from left to right. Because we accommodate more than one method of entering an answer, numbers may appear out of place temporarily and will switch around when you press the RETURN key.

Reader's Treasure Chest III

Reader's Treasure Chest provides students reading comprehension practice within a game for one or more players. It also seeks to stimulate curiosity about the many items to be discovered within the treasure chest.

Screen directions inform the student that he or she will be given a short passage to read and then a question. If the student answers three questions in a row correctly, he or she may look into the treasure chest by pushing a key on the computer's keyboard. The computer tells the student what is found there and assigns a point value to the item.

Reading practice continues until three items have been found. The computer then awards the student bonus points to enhance his or her point total. An individual student may play again and again in an attempt to better previous scores. Two

or more children may take turns to see who can score the highest.

Additionally, students may record each item of treasure discovered on a separate piece of paper. (Note: There are no items for numbers 15, 52, 58, and 61.) At the end of each game the student is offered a chance to take a Treasure Test. During a Treasure Test the computer asks the student to type in the treasure items it requests. For example, if the computer asks for item number 7, the student must type in the name of item 7 exactly as the computer has previously revealed it. Treasure Tests come in 3 levels of difficulty with the higher levels requesting more items from the student. A student has demonstrated full mastery of this program when he or she can pass a Level 3 Treasure Test.

Reader's Treasure Chest contains forty reading passages grouped in two sets of stories. Three comprehension questions accompany each passage. All stories and questions have been prepared by a certified reading specialist.

Even though there is a lot of text, the passages and questions will, of course, begin to repeat. As students search for all treasure items, they will become quite familiar with the stories and questions. They will have done a great deal of practice reading.

Students should be encouraged to speculate about why people might save the items contained in the treasure chest. Also, they should ask about, or check a dictionary to find, the meanings of words new to them. Reader's Treasure Chest is a helpful tool for use in exercising and extending a student's reading skills.

Word Sleuth I

A sleuth is a detective. As a word sleuth, you will track down the meanings of several words. Three different activities will help to build your vocabulary. Begin by selecting 1. learning definitions, 2. completing sentences, or 3. super sleuth.

Activity one presents you with a definition and four multiple choice answers. Select the word that matches the definition by pressing the SPACE BAR. When the detective is beside the correct answer, press RETURN. Each exercise consists of ten definitions. The problem number is recorded in the upper right-hand corner. A star is earned for each correct match on the first attempt. A summary reports which words were missed.

While working on an activity you can learn the meaning of a word by referring to the glossary. By pressing any letter key you will turn to the corresponding section of the glossary (i.e. when you press "d", you will turn to entry words beginning with "d" in the glossary). By using the F3 and F5 keys, you can move forward or backward in the glossary. Use the glossary often. A good detective works hard to find answers. You will make mistakes when you rely on guessing.

Activity two presents a fill-in-the-blank sentence and four multiple choice answers. You must select the word that makes sense when put in the blank. Again, use the glossary to learn the meanings of words. Work carefully to answer all ten sentences correctly.

Activity 3, super sleuth, is for top detectives only. A definition or fill-in sentence is given along with sixteen multiple choice answers. Guessing is not a good strategy. If you do not know the answer, begin by using the glossary to look up answers you think might be correct. When you discover an answer through careful work, you are more likely to remember what you have learned.

Super Sleuth I includes 100 words from a standard third and fourth grade curriculum. You will encounter these words again in math, reading, science, language, social studies, and spelling classes.

Math Jumpathon

Join Jumping Jenny on the school playground to practice addition, subtraction, multiplication, and division facts. As you solve math problems, Jenny will jump rope. Begin by selecting a level of difficulty and entering your initials.

At level one you are challenged to solve math problems for two minutes. The clock will start when you enter the first answer. The problems are randomly selected and will include addition, subtraction, multiplication, and division. Pay close attention to the operation sign. Addition and subtraction facts through twenty and multiplication and division facts through ten are practiced. You should work at solving all problems in your head. As correct answers are entered, Jenny will jump rope. Ten points are scored for each correct answer. If an answer is not entered within five seconds, then 5 points will be subtracted from the score. If an answer is not entered within ten seconds, Jenny will stop jumping. Jenny will also stop when a wrong answer is entered. If you can answer problems without error for the full two minutes, then you will be able to watch Jenny perform until you press RETURN. The top five scores and jumping times are listed on the high score screen.

At level two you must work for five minutes before you can sit back and watch Jenny jump. Jenny will jump faster after the one minute mark and will speed up even faster after four minutes. She also will continue to do fancier tricks the longer she jumps.

For a real challenge, try level three, the math jumpathon. This is an effective way to practice accuracy in solving basic math facts. Any little mistake before the timer hits 8 minutes will cause Jenny to stop jumping. When a mistake is made at any point after 8 minutes, the time will stop but Jenny will continue putting on a show of jumping tricks until you press RETURN. Challenge a friend to see who can make Jenny jump the longest.

The Wizard of Spellalot - Grade 4

The mystical wizard of Spellalot would like to help you become a whiz at spelling. Enter the kingdom of Spellalot and join the wizard in one of two spelling activities. After selecting an activity, you will be asked to enter your initials.

In Spell Caster, you are first given ten words to review and study. Pay close attention to the words that are hard to spell. When you press RETURN you will enter the wizard's domain. The wizard will zap a word into the air. Watch carefully because after the word flashes, you must spell that same word. If you need to change a letter that you type, use the INST/DEL key to erase what has been entered. When you have spelled the word, press the RETURN key. If you are incorrect, the wizard will zap out the same word again. If you did not see the word, press the RETURN key. Each time the wizard repeats a word, it will flash a bit more slowly. Try to spell all ten words in as short a time as possible. When you have spelled out all ten words correctly, you advance to the Spell Caster time chart. The initials and times for the top five scores will be recorded here.

In Wizard Word Scramble, the wizard will cause a scrambled word to appear out of thin air. You must try to figure out what the scrambled word is. When help is needed, push the question mark (?). The wizard will give you a letter as a clue, but also will add ten seconds to your score. The wizard will also assist you if two errors are made on the same word. This is a fun but challenging way to practice spelling. The wizard can help you with 400 words for fourth graders.

Geography Scoreboard

Geography Scoreboard presents an effective method for learning forty common geography terms and definitions. Ten randomly selected terms are listed at the bottom of the screen and are numbered 0-9. When a definition is given, you need to match it with a term by pressing the correct number key. You will be given 3 minutes in which to build up a high score. Either 50 or 100 points are earned for correct answers and taken away for wrong answers. Bonus points are earned for every 5 correct answers in a row. Higher bonus totals are earned for each successive set of 5 in a row correct. When ten questions in a row are answered correctly, a new set of ten terms is given. Some very high scores are possible as you become more familiar with the meanings of these common geography terms.

Summary

Micrograms is not seeking awards for software which sparks new and innovative use of computers. The recognition we have desired and received is from teachers who wish to use computers for drill, practice, reinforcement, remediation, and enrichment in basic and essential curriculum areas.

In developing our Super Student Home Software Series we have incorporated the same educational soundness that we have found to be so effective and well accepted in schools. Every Micrograms program is designed, edited, and tested by teachers. Our reading material is authored by teachers and reading specialists. Micrograms programs are sharply focused on specific curriculum objectives which are achieved with the consistent use of clear presentations, motivating activities, immediate feedback, and creative positive reinforcement.

At Micrograms we understand the importance of meeting individual student needs. Most of the programs in our Super Student Series contain multiple activities or levels of difficulty that can be selected by the parent or child. Some programs also include individualized pacing based on user responses. On screen tracking of performance and program summaries are standard elements of Micrograms software. Since 1981 Micrograms has been dedicated to providing only top quality educational programs.

Because Micrograms' efforts to continually provide effective educational software are ongoing, teachers and parents can expect to find new Micrograms material each year. Our new Super Student Home Software Series contains 36 new programs designed for grades K-5. Also, you may wish to contact Micrograms or your local software dealer regarding Micrograms programs written with directions and screen prompts in Spanish. Micrograms also has many new programs for Apple computers.

SUPER STUDENT

HOME SOFTWARE SERIES

Microgram's Super Student Home Software focuses on basic subject areas where extra review and practice can greatly benefit a student. Six programs are included at each grade level.

Kindergarten

Colors, Shapes, and Patterns
Understanding Numbers
Mr. Letter Getter
Learning to Count
Alpha Betty
Consonant Picture Phonics

Grade 1

Number Lake
Rhyming Robots
Pennies, Nickels, and Dimes
Early Reader's Word List
Vowel Picture Phonics
Young Scientist I

Grade 2

Froggy's Math Race
Reader's Treasure Chest I
Telling Time
Wizard of Spellalot - Gr. 2
Counting Change
Young Scientist II

Grade 3

Big Math Attack
Reader's Treasure Chest II
Al's Amazing Alphabetical Act
Timed Tables
Wizard of Spellalot - Gr. 3
Science Whiz

Grade 4

NumberJack
Reader's Treasure Chest III
Word Sleuth I
Math Jumpathon
Wizard of Spellalot - Gr. 4
Geography Scoreboard

Grade 5

Math Speedway
Reader's Treasure Chest IV
Word Sleuth II
Figuring With Freddy
Wizard of Spellalot - Gr. 5
Name the States

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